

Alchemy 2011 Afterburn Report

Event Lead: Troy Cobb

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Introduction

This report reflects an effort by the Alchemy, LLC Board of Directors to compile the Alchemy 2011 Afterburn Report. The Event Lead, Troy Cobb, failed to turn in the report despite repeated requests by the Board of Directors over a period of approximately six months. The Board decided to collect what they could from the various team leads and to compile that into an Afterburn report. If a team isn't reflected in this report, then the team lead(s) either didn't submit a report or they no longer had a copy of their report when requested for it by the Board.

--Alchemy, LLC Board of Directors

Alchemy Public Works

Volunteers

Tunna Kerosene
Danielle Bovee
Lee Watts
Robert Dukes
Max Crain
Jack Windes

Pre-Planning

Inventory done in June 2011, pre-Euphoria and no major purchases or issues were identified at that time.

Post Euphoria, extended run tanks were the only major purchases. 3 shade structures were damaged during Euphoria and poles were replaced prior to Alchemy.

Infrastructure material was taken to Burning Man for the CORE burn. No inventory was taken before or after that event.

Identified Issues

There is a necessity to create a team dynamic earlier in the planning process to ensure that more eyes are on the needs of the team and the organization.

Large scale organizational planning needs to be done over the winter.

Full inventory needs to be completed prior to Euphoria. At that time, new organizational standards will be put into place to ensure that materials issued out are collected at the end of the event.

Lack of truck maintenance lead to issues with material delivery at the build weekend, and ultimately what will probably amount to the loss of the truck entirely.

Build / Set-Up

One of the primary issues during build weekend was the lack of planning or a task list at the beginning of the weekend. This lead to wasted time and volunteers not having clear direction. As the weekend progressed plans were put into place and set-up went well.

During this time, we began to realize how much infrastructure had been lost or damaged post Euphoria, possibly because of the CORE Burn.

The only uncompleted project was the potty screens.

Event

Overall, infrastructure during the event was not an issue.

Fencing to block unpassable roadways or no-drive areas need to be set early in the week and set with sturdy fencing.

Fuel usage was higher this year, using the 50 gallon drums was successful, but next year we need to set aside a drum specifically for the pyro team. Additionally, a working pump for the containers will be needed to reduce work load. Total fuel usage was estimate at 150 gallons, including pyro technics crew. Using the extended tanks reduced the number of outages during the event.

Volunteer schedule needs to be set with shifts to ensure that someone from APW is ready to answer any emergency calls. Overall, volunteering was up from years past and quality.

Roadways were too narrow to allow larger RVs, but if larger art cars show up.

Radio sign out did not function as planned, at least in part due to radios failing during the event.

Radio and golf cart sign out will have to be reorganized and effectively communicated as to expectations.

Tear Down

Tearing down of most of the infrastructure went smoothly. Next year, assignments will be made for team members responsible for overseeing parts of the tear down. Material will also be torn down and taken directly to the container.

Art Team

Team lead: Ryan Petty

This year's Alchemy Art Fundraiser was a success! Out of the ten projects submitted, every one earned the minimum funding required and four met their maximum funding goal. Everyone seemed to have a great time and we'd like to thank all of the volunteers, donors, patrons, and artists who made it possible.

Financial Report

costs incurred

Space rental: \$405.00

Mixers: \$39.11

Alcohol and ice: \$307.28

TOTAL: \$751.39

Note: costs incurred were paid for in full by Alchemy, LLC

funds generated

Total collected at the door: \$1651

Total collected at the bar: \$784

Total collected at the auction: \$1366

TOTAL: \$3801

Distribution of Funds

initial funding via ballots

Full of Hot Air: \$136.00

Pendulums: \$232.00

SWITCHSCULPTURE: \$159.00

The Grindbox: \$131.00

BackBurner Cafe: \$168.00

Scrap Island: \$165.00

Lamp Garden: \$183.00

SCIENCE! Musical: \$88.00

SCIENCE! Flaming Pyramid Helix: \$258.00

Fiery Playground of Circus Combustus!: \$131.00

Funds collected through the bar and the auction are distributed using the same percentage of the funds

collected at the door that were voted to each project. Once a project has met its maximum goal, any

additional funding that would have been awarded to it based on percentage of votes is redistributed to

other projects which have not met their maximum goals.

Full of Hot Air: \$376.82

Pendulums: \$350.00

SWITCHSCULPTURE: \$200.00

The Grindbox: \$362.96

BackBurner Cafe: \$465.48

Scrap Island: \$457.17

Lamp Garden: \$266.00

SCIENCE! Musical: \$243.82

SCIENCE! Flaming Pyramid Helix: \$714.85

Fiery Playground of Circus Combustus!: \$360.00

Connexus

Team Lead: Tareq Fayyad

Plans for past year

Creating a space that offered the following services:

- General information about the burn and Cherokee Farms.
- A map of the site that allows for theme camps to place their location. Display to be done on a
- computer monitor at day and projectors at night.

- An event schedule that was a compilation of events submitted by theme camps and participants
- before and during the event. Display done similar to the map.
- A general message board.
- Volunteer information and sign up.
- A spot where participants with emergencies can seek direction for help.
- Lost and Found.
- Host the Alchemy Radio Station.
- Support for DMV

Connexus was staffed by 2 volunteers at a time, with access to radio and radio codes.

The updated map, event schedule, and general announcements were to be posted on a website available over an intranet accessible to participants and Greeters using computers and smart phones.

How well did the plans get executed

- The printed volunteer schedule was excellent for recruitment on site. It was frequently visited and referred to throughout the burn.
 - The message board was full of announcements that participants checked regularly.
 - The Radio Station got a lot of exposure and benefited from the resources provided by Connexus.
 - Lost and Found helped a lot of participants reunite with their lost items throughout the burn.
 - The event schedule had lots of entries before the event, but was not displayed at the event.
 - The Connexus volunteers were very excited, dedicated, and helpful. I received a lot of positive feedback about their service to Alchemy.
 - The tent was only staffed from 9am-10pm, Thursday through Saturday.
 - The intranet hardware was set up and ready to go before the gates opened, but the software wasn't until Saturday.
 - All the hardware required was available on site, but not ready for use until after the gate was open.
 - The map was displayed starting Saturday. The placement of theme camps was not a smooth process. A printed map that was marked by hand served as a mediocre substitute.
- Supporting DMV at registering mutant vehicles went efficiently.

What was learned from the past year's plans and what to do different next year?

- Outsource the duties of designing, testing and debugging all the Connexus software to a dedicated volunteer, whose expected to have all his/her duties completed well before the event starts
- Advertise the event schedule well before the gate opens and have it available for viewing by participants.
- Advertise the Radio Station and work more with Unga Bunga to create more interactive and informational activities. Arrange for better handling and transport of the lost and found items. Possibly doing a daily inventory of the lost items.

Notable incidents that occurred

The lost and found box did not have proper arrangements to be handled during Sunday and after the event. The box was unattended after the event ended and was looted before being transported off site.

Fire Conclave

Team Lead: Trevor Register

This year's fire conclave was a great success, and it lived up to my vision and expectations.

The conclave's execution was smooth and efficient, and having an entrance attendant and fuel dump attended was vital to this effort. There were approximately 60 spinners, and 30 safeties were distributed around the conclave about 15 feet apart. I had Miz Trish assist the spinners in lighting their toys and timing their entrance into the conclave. Patrick Murphy assisted spinners with fueling and spinning off of their toys and verified that each spinner had been to the safety meeting. I also had 3 safeties at the exit of the conclave extinguishing toys as spinners finished their performance. Each of these duties were critical to keeping the fire conclave smooth and efficient. One person had to be removed from the conclave after it was obvious that she was too intoxicated to participate. This was done quickly by Miz Trish and the Rangers with little interruption to the performance. The fuel depot was placed well away from the perimeter and slightly behind the effigy. The depot was marked with a plywood wall and lit with a shop light.

Spinners were encouraged to lightly soak their toys and were asked to dispose as much excess fuel as they could into spin-off cans and buckets. Poi and rope dart spinners used spin-off cans, and staff spinners used quart-sized buckets. Hoopers and fan performers dipped half their wicks to minimize excess spin off.

This was the first year that attending a safety meeting was required for participation in the fire conclave. I believe that such a meeting is necessary due to the size and scope of the conclave. In this meeting I covered basic fire spinning safety, instructed volunteers on how to properly be a safety for the spinners, and had the Ranger lead and Fire Safety lead talk about perimeter and general fire safety, respectively. I also directed a practice run of the conclave performance. During this run, I would call out spinners at random and they would pretend they were on fire. This was done to encourage spinners to be aware of those in front and behind them as well as think about what exactly they would do were they to catch on fire. Everybody at the meeting was attentive and seemed to take it seriously. At the end of the meeting, spinners were given a laminated card signifying that they had attended.

Asking performers to provide their own safeties, along with asking the community for volunteers, worked out very well. I had 51 safeties volunteer when my minimum was 30.

Ideas and improvements for the future:

I believe that this year's performance was a foundation upon which to build future conclaves. There is plenty of room to expand upon this foundation and much can be done to enhance the performance.

The LED tiki torches I purchased to mark the entrance and exits for this year were not noticeable enough. Thankfully, the entrance and exit was already obvious, but had that not been the case this could have been much more of a problem.

In order to still keep the performance to ~20 minutes and allowing for growth for next year, there will likely need to be two lines of performers going simultaneously.

Another idea for keeping the conclave short would be to encourage some spinners to group up and have a coordinated performance. This would allow for several people to enter the conclave at the same time. Asking some spinners directly to do a group performance could also significantly add to the overall performance.

I would like to have a performance on Friday night around the pond. Having multiple spinners perform at the water's edge creates a stunning reflection on the surface of the pond.

Instead of having people with lighters to light spinners' toys, a torch or other source of constant flame would be much more efficient.

Having some sort of absorbing blanket or gloves specifically for fan performers and hoopers to soak their excess would help with fuel LNT.

Hold two safety meetings having one on Friday and one on Saturday.

Schwag for spinners and safeties.

Three extinguishers was not enough. Five or six would probably be sufficient.

Safeties should be wearing reflective armbands or some other distinguishing article.

First Aid

Team Lead: Nugget

Alchemy 2011 was another successful year for Alchemy First Aid. Like any other team and any other year there were things we did well and experiences we learned from and can improve on next year. However, the ultimate goal of ensuring the safety and wellbeing of our participants was achieved.

Alchemy once again this year contracted a paramedic to stay on-site and assist the First Aid team with their calls and to provide emergency medical care should the need arise. Again this year our contracted paramedic has proven themselves to be invaluable.

The First Aid team rendered supplies, advice and assistance to participants who needed minor first aid care. There were very few incidents that required the First Aid team to respond that were outside the realm of care that "mom would provide at home." In these cases the participants were cared for by our on-site paramedic and checked on throughout the event by First Aid and Ranger volunteers. In one incident a participant under the influence had become belligerent and when approached by Ranger and

Security staff, became violent. The First Aid team along with the on-site paramedic responded and a decision was made by the paramedic that the participant posed a harm to herself and others and had to be restrained. A joint decision by the Event Coordinator, Security, Ranger and First Aid teams was made and it was decided that the participant could not be cared for properly on-site and should not remain on-site as long as she posed a risk to herself. The participant was transported off-site by Walker County EMS.

Overall, the team was prepared for worst-case scenarios and met any issues without problem. I do, however have suggestions for a smooth operation next year. Even with the addition of two new cots in the First Aid area bringing our bed space up to three, on both Friday and Saturday nights all cots were filled with participants who were under the influence and unable to find their camps or campmates, or who otherwise needed observation by First Aid staff and the paramedic. At times participants had to be placed on the floor inside First Aid. It's my belief that unless there is a medical need for observation (that isn't at the point of requiring transportation off-site) that participants under the influence should not and is not part of the First Aid team's directive or responsibilities. As the event grows these issues will also grow, I recommend that a Sanctuary team be formed to handle these issues in the future so that more specialized assistance can be provided to participants, be they in need of Sanctuary or First Aid care.

Volunteer needs were filled much more easily in 2011 than 2010. I believe this is in large part due to Jessica Seals, the volunteer coordinator. With the help of the volunteer coordinator and Connexus directing would-be volunteers to us, we had a full and professional First Aid staff throughout the event. I can't thank those who came to help enough, some even taking multiple shifts to make sure their fellow participants are safe and well cared for.

The Alchemy Fire Team was observed and cared for by the First Aid team during the effigy burn. The team consisting largely of volunteer firefighters who were new to the Alchemy Fire Team were closely monitored by the on-site paramedic. By checking their vitals and ensuring they were well hydrated the safety and health of the Fire Team was ensured.

In conclusion, we were prepared for worst-case scenarios but experienced best-case. There were very few issues to work through, and when they did occur they were minor and easily worked through with my great team of volunteers and paramedic. I'm confident that in the future the First Aid team has a framework of success that will allow them to meet any emergency with confidence. All actions were taken to ensure the safety and security of the event, it's volunteers and participants.

Any questions or request for more details should be sent to the team-lead, Ranger Nugget. (rangernugget@gmail.com)

Logged First Aid statistics

Cuts/Abrasions: 40

Body ache/soreness: 36

Minor Burns: 5

Joint injuries: 8

Disoriented/Under Influence: 10

Misc (Allergies/Bug bites..): 8

Medical In/Out passes issued: 2

Estimated cost of First Aid supplies used: ~\$50.00

Gate

Team Lead: Rebecca Cobb

After the proposed gate staff fell through for Alchemy 2011, Troy asked me to put together a paid gate team. The format we decided on was that we would have a 24 hour gate, run in 6 hour shifts. The number of people there varied depending on when we figured we would be the most busy.

There were trials and tribulations at the gate this year, including staffing issues, issues with ins and outs, security issues and issues with the ticketing system.

I. Staffing.

We solicited the Facebook group, posted on AlchemyTalk and asked through an Alchemist request to get people to sign up to be our paid staff. We had 28 paid staff, out of a total of approximately 32 who initially applied. Of those who applied and did not end up on the gate staff, this was mostly because they either completely failed to follow directions or simply never filled out the form to help us set up the schedule. We were almost completely indiscriminate about who we chose as gate staff.

In the future, if we are going to do this again, I would suggest starting way earlier than we did, and being more careful about the people that we choose. While the majority of all the people who worked were trustworthy and did an okay job, I think all of our previous concerns about thoroughness and continuity are still completely valid. Even having people work 6 hour blocks and asking that they all work at least 12 hours did not provide the kind of thoroughness and continuity that we would like to see at a successful gate.

II. Problems at the Gate

A. Security Issues

There were a couple of security issues that came up at the gate.

1. People Rushing the Gate

Because the field that the gate was set up in was also overflow parking, there were

times when people tried to rush past the gate to the parking area and sneak in. This became a bigger issue when more and more cars were parked there.

2. People camping out at the gate

There were more people than ever before that were camping out at the gate, trying to get in. This became a huge issue at night, because in the dark, the gate people and our perimeter security people could not see people who would leave their cars in the gate parking area and just walk in through Smokey's front yard. I realized this after the first night and created a policy that no one was allowed to stay on the property past dark if they didn't have an invite. This made some people angry, but I didn't see any way around it. There were definitely cars that lived at the gate all weekend with no one in them.

3. The creepy guy

There was one man who came to the property and pretended to be Smokey's security staff. He was following around the gate staff closely and looking in people's cars at the gate. The gate staff began to complain to me about the man. When I approached him, he pretended he could not speak. I asked Smokey about him and Smokey told me he didn't belong on Smokey's staff. The man rushed past the fence and had to be escorted off the property by Rangers and security.

He returned many times, and snuck back on the property twice more. We eventually called the police on him, but even with that, he managed to get back on to the property again on Sunday.

We need to be aware of that guy in the future. I am unaware of any action that was taken against him by police.

The man was in a white pickup truck, and was telling people his name was Don. He had a very severe stutter, which we believe was fake. At one point, he had a hand full of our radio code guides, and there was no reason he should have had them.

4. Smokey's people

This has to be resolved. We need to create a policy here and stick with it every single year. This year, I thought we had a policy, which was that Smokey's people would all have stickers or decals on their cars. If someone showed up asking for Smokey, the gate was to call to him and confirm. However, this policy seemed to change daily, and became really confusing to me and to the gate staff.

B. In/Outs

This was the first year where in/outs were a nightmare. We definitely need to have a much better way of tracking these next year, and make no exceptions. I fear that gate staff told their friends when they were working and let people come and go more often than we would have allowed otherwise. Reviewing of the in/out list

reveals a mess. I think that this is one area in which paid, uninvolved gate staff is better.

C. Ticketing

The scanner system was a disaster. The scanners never worked right. The touchpads were okay, when they were charged. They ran out of power really quickly, which meant we were often tethered to the gate table, rather than being able to go car to car as we had wanted to. This means our entire plan about keeping people in their cars was scrapped early on, and traffic was again an issue. We had to use Mel's iPad for most of the event in order to deal with the number of people. I also had to bring my laptop down several times. Perhaps more pads would help this, or having properly working scanners.

People also expressed that signing the tablets was weird to them.

Another massive issue, that I was not aware of until I saw it on the property, was that the people could not read the waiver on the tablet. This effectively means that waiver is meaningless this year because the gate staff did not know to show everyone the printed copy. That cannot happen again. If we are going to have it be similar to this next year, we need a huge laminated copy of the waiver at the gate, and at least some reference of to that waiver on the screen when people are signing.

When people did not have their tickets, the gate staff had no clue how to retrieve that information. Even with me showing them, there were some areas of Thundertix they needed to have access to, but couldn't for security reasons, in order to look up tickets. This will always be an issue if the system is left as it is currently. I spent a huge amount of time looking up ticket info and trying to resolve duplicate ticket issues.

D. Traffic

Traffic was better this year, and we were faster, but it continues to need improvement. We need a major, serious plan here, that involves overflow, parking, how to get checked in, scheduling for gate shifts, etc.

III. Other areas needing improvement

We need to have a decision about when the gate will run to (Sunday day? Sunday night?) and stick with that. There was no reason to have the gate set up Sunday night, except to intercept LEO. This could be done for free by Smokey's staff, rather than paying someone to do it. Alternatively, we could pay a gate staff that is otherwise uninvolved to do it. However, the issue I ran in to was trying to find someone to actually sit up at the gate past burn time. No one showed up for shifts.

Another mistake I made was not having a person to hand off to once I had to leave the event on Sunday. That has to happen in the future.

I didn't make arrangements for how to pay people. There has to be a better plan here, in order to compensate for people not showing up for shifts, etc.

We should create a database that notes if people missed shifts, so if we do this in the future, we know who we can trust.

Attached is the list of people who worked the gate, and how much they worked and got paid.

Greeters

Team Leads: Sarah Griffith and Jamie Calderon

Greeters went so well! Not only did almost everyone show up on time for shifts, but we had many people wander down and help, probably partially due to a desire for schwag. Everyone LOVED the schwag. I'll have a hard time topping it for next year, but I will try! It was Friday night before we had any no shows. 3 people is definitely not enough at busy times. We did best when we had about 6. This makes sense as Flipside runs 6-7 at comparable numbers. 2 per shift for Saturday is fine, but I'm likely to double volunteer shifts on Thursday and Friday.

Having a Co-Lead was amazing! Because of our short staffing, we had to be there constantly Thursday and Friday. I could not have done this alone and kept any sanity. Jamie rocked it! Having said that, though, neither of us should have to work that constantly. We could've easily gotten more volunteers and definitely will, next time.

We used all of my concepts: Symbols, Spinning Wheel and focus on the 10 Principles from [Euphoria](#). There was a definite continuation on the general good feedback given on the principle symbols in that **everyone** walked away with at least one more memorized. Hanging out in line allowed for the ability to listen to several more. It's one thing to go to the survival guide and skim through the material briefly and another to listen to a conversation about them. Overall, it worked really well. Several people said the Principles/Symbols are great, but we should explain them more. I'm working on ideas for this, and also for repetition. I think LNT especially needs to be more specific and more emphasized. For example, even if we tell people they're responsible for their trash, they might not realize that they had to take their bags OUT with them. Pack in/pack out, MOOP, etc., might be phrases that are just alien to many or so say the bags they left behind on Monday. It was as if they expected a truck to be coming along.

I'm really thrilled to see so much talk of emphasizing the Principles since Alchemy! Several of my initial ideas seem to have been taken on by other groups. I'm excited to work with them on these much bigger projects than I could've envisioned or accomplished alone. Collaboration makes me so happy right now. I'm thrilled to see so many people coming up with projects and ideas to teach and emphasize the Principles. I'm thrilled to hear how the Symbols mean something to so many people. I feel like it's been really successful and I can't wait to do it again, more and better!

What didn't work:

1) The stamps. Unfortunately, the ink (which was highly rated) didn't stick well at all. We ended up going back to sharpies. If I use stamps again, I'll be testing lots of ink in the meantime. I'm actually curious if Justin Majors could make those charms cheap enough and in high enough quantity to make it feasible. I'll be talking with him and possibly considering other vendors, should I decide to go that route.

- 2) I'm questioning whether or not the wheel is the best solution for a burn as big as Alchemy. It was fantastic at Euphoria and still pretty good at Alchemy, but I'm considering other ways to randomize (like just passing out schwag with charms already attached). I spoke with Lenny a good deal about how Flipside does it. He said they have a microphone and greet in groups of 30 when they're busy. I think this could be feasible (maybe another megaphone would be cheaper?) and I'm thinking about how this could apply to what I'm already doing.
- 3) The roadblock kept breaking and breaking again. I finally fixed it with duct tape. It needs some serious EPWing before Euphoria!
- 4) Parking is a clusterfuck for no good reason; there are both signs and cones out. Somehow, by either adding a really giant sign/indicator or a traffic director it would help ease that congestion as well. We definitely needed something more at night, when the cones and signs weren't at all visible. One volunteer brought light up sticks for directing, which saved us! I kept them.
- 5) Definitely more volunteers - twice as many - are needed. I'm also planning to go to a "shift lead" sort of model, so we have one experienced Greeter per shift.

The only real issue we had was Jack's visit, which was amusing, but fairly disruptive. On that topic, Jamie says, "I can't really say that there was an issue with Jack; it really could have been worse if anyone in line to get greeted was being harassed but I felt the attitude to be fun albeit volatile. Set a nice tone for, 'Shit's going to be crazy so hurry up and get in!'"

Lamplighters

Lamplighter Team Leads: Kathryn Craig & Age Ginsburg

Equipment/Fuel Use:

Thurs-Sat: 204 lamps + 4 at chapel

Sun: 108 lamps + 4 at chapel

Kerosene used per day: approximately 5 gallons (this was nearly double the pre-event estimate)

Total kerosene used: approximately 20 gallons

In Storage: (Rough inventory of rebar, poles, and posts completed at close of event)

rebar - approximately 250 good pieces

lamp posts - 243

lanterns - 210 complete

17 carrier poles - In addition to the 17 standard size carrier poles, there are 8 carrier poles in storage that are slightly shorter.

8 metal lifter poles

4 wooden lifter poles

4 five gal blue kerosene containers

Lamplighter burn barrel

lantern parts

2 plastic bowls

refillable butane lighters

2 butane canisters

4 small plastic containers with lids

extra wick

3 boxes of 11" matches
blue shop towels
rope
Duct tape – yellow, red, blue, green, black, white
Dry erase board, markers, and eraser
18' x 30' canopy with wall kit
15' x 20' canopy with wall kit
3 - 6' tables
3 - 8' tables
3 small shelving units
8 sawhorses
150' red LED rope light
PVC conduit
40 robes - stored with Kate
1 cape - stored with Kate
color-coded route map from 2011 - stored with Kate
pattern for robes - stored with Kate
6 luminary flags - stored with Natx
2011 LL banner - stored with Natx
chapel decorations - stored with Natx
extra fabric for prayer flags and robes - stored with Natx

Missing: Two bags packed with small and large towels, chapel decorations, extra fabric, and doormat from LL village 2010. Not found in container, Colab, etc. Presumed permanently lost at this point.

Volunteers

Alchemy's Volunteer Coordinator position was an excellent addition. Thanks to Jessica Seales for organizing our volunteers and requesting that we provide a shift sign-up sheet. Prior to the event, volunteers signed up for specific shifts on a Google Doc spreadsheet. Our need for volunteers was announced on AlchemyTalk, the Alchemy Facebook group, and through direct email to participants from previous years. We had a great response, filling most of our needs prior to the event and at Connexus as people arrived. See spreadsheet template for breakdown of shifts: https://docs.google.com/spreadsheet/ccc?key=0AI2Lxc6h5_nzdGpRWGVpdzE1WFZfSI90bU5TTTNzLUE

Notes for Improvement with Volunteers:

We had a few challenges in regards to volunteers, particularly in relation to morning pickup, processional, and most importantly breakdown. Each is covered in their relevant section. Overall though, volunteer sign-up and turnout was a massive improvement over prior years.

Pre Event Work:

Off-site Lamp Post Layout Design

Prior to the event, a layout for the lamp posts must be designed and decided upon. For 2011, Alchemy opened a new camping field called The Pentagon. This new field required a re-work of prior year layouts to include lighting the path to the field and some distance into the field. To accommodate the new landscape of Alchemy, the Lamplighter Chapel was moved to the

intersection where the roads to Back Pocket and Hollow split. Additionally, we increased the number of routes to six to keep all routes at 48 lamps or less. Longer routes of 60 or more lamps tended to be a bit much for the carriers. We lit an additional 24 lamps up to and into the Pentagon and adjusted other routes such that we lit a total of 204 lamps (plus 4 at chapel) on the main nights. Sunday night, with no effigy (and thus no promenade route) and far less population, we lit 108 lamps covering the main areas of Alchemy. The layout map for 2011 is at the end of the Lamplighter report. Some things to consider when creating a new layout: 1) Always make routes are multiples of 12. Each carrier pole holds 12 lanterns, so this will ensure a team has exactly the number of lamps it needs. 2) Try to limit any one route to 48 lamps or less to reduce the time and distance carriers have to walk. 3) For main roads, lamp posts have generally been spaced 30 feet apart on opposite sides of the road (60 feet same side), with more distant spacing in the outlying fields.

On-site pre-event build:

Pre-event build consists of putting all lamp posts in the ground according to the planned layout, building and decorating the LL chapel, and preparing the robes, lanterns, and miscellaneous items for the start of the event. This year we suffered a few challenges at the start of build weekend as non-LL issues (box truck breakdown, etc.) required many volunteers including LL team leads (Age) to work on other higher priority problems. However, a great group of pre-event help was able to pick up the slack and set up the chapel, place posts, and get everything ready before gates opened.

Notes for Improvement:

Lamp posts on the main roads were placed too close into the road. Large RVs and buses could not get between them in some places. For next year, try not to place the posts too close to the gravel. Leave a few feet of grass between the posts and the gravel on each side of the road.

During the event:

Lamplighters has three shifts each day during the event. A morning pickup, an afternoon cleaning, and the evening processional.

Morning pickup: Consists of walking all routes and taking down the lanterns to return to the chapel. Morning pickup again struggled with having enough people, especially on Sunday and Monday. Although we had volunteers sign up for all pickup shifts, only one or two showed up each day so one team lead (Age) and one impromptu volunteer (Dustin) did morning pickup each day to pick up the slack. Other than getting better turnout from volunteers for these shifts, it might also be possible to improve this process with the addition of a pull wagon or two that would hold an entire route of lanterns, so that volunteers are not struggling to grab all lanterns on a route without multiple trips. Getting volunteers to show up for this is still the biggest challenge. Part of the problem could have been that those who signed up weren't clear on what to do. We did not designate a specific time for pick up on the sign up sheet, so perhaps it would help to have people meet one of the leads or an experienced volunteer at the chapel at a specific time each morning. Another idea is to make signage to provide morning and afternoon shifts some direction, which could hang in Lamplighters, and would alleviate the need for everyone to show up at the same time. Kate created a morning pick-up sign-in sheet for volunteers to complete as they cleared a route, but it wasn't consistently used.

Afternoon Cleaning: Consists of identifying lanterns that require cleaning, taking them apart, and washing the glass. This appeared to function quite well, as all lanterns were cleaned and ready for the evening shift with no issues each day. One note, make sure you include dish soap and long handled scrubbers in your budget and purchases.

Evening Processional: Is the most complex shift. Before actual processional, the evening team fills lanterns with fuel (Kerosene), replaces wicks if needed, lights lanterns, and places them on carrier poles. To fill, we used about 100mL of Kero, which may have been too much. Suggest dropping to 80mL next year. Processional volunteers are split into teams, consisting of carriers (one per 12 lanterns on route), 2 lifters, and a luminary per route. Once lanterns are lit and loaded on carrier poles, the bell is rung and an invocation is made to start the processional. The actual processional consists of each team walking their route and placing the lanterns on the posts.

Evening processional actually had more volunteers than it needed on every night. The visibility of LL and the processional, the pre-event recruiting done by Volunteer Coordinator Jessica and one of the team leads (Kate), and additional recruiting done on-site by Connexus and others actually worked too well in the evenings, and we had nearly a full set of volunteers before the event with more showing up on the spot. While this is a wonderful first world problem to have, it also led to some volunteers being turned away each night once all spots for luminaries, carriers, and lifters had been filled. Anticipating this possibility, Kate created a book containing copies of the pre-event sign-up sheets, which was printed and put in LL Chapel. The original idea was to have volunteers check in as they arrived, so we could track who showed up for their shifts. Unfortunately, this didn't work well in practice on-site. As the processional volunteers arrive, there is too much chaos with lanterns being filled, lit, placed on racks, etc. to have any of the people leading those efforts also stop to check people in and ensure those who signed up ahead of time get priority. Perhaps with someone specifically assigned to handle check-in while others organized processional this could be improved.

In addition to, and in some ways as a result of, having too many volunteers for evening processionals, there are also some improvements that can be made to how teams are assigned and organized. That process actually went very well compared to previous years, except for having to turn volunteers away, but it might be possible to reduce the chaos a bit. Natx suggests that as volunteers arrive, the processional lead writes their names on a dry erase board under their route assignments. This will help volunteers keep track of which route they are on and will show when we are full and can accept no more volunteers for the processional.

Post Event Work:

Post-event breakdown did not go well. Only one team lead (Age) and one volunteer (Natx) stayed to help with breakdown for most of Monday, and this is an area that needs to be improved upon in subsequent years. It was a minor miracle all of LL breakdown completed by sundown on Monday night. This was a common theme for all teams that have post-event breakdown work to do (APW, LL, Connexus, Center Camp, etc.), so some focus on recruiting volunteers to stay Monday for all teams would be a good addition for 2012.

Chapel

The 18' x 30' canopy was used again with the addition of three walls. We upgraded our changing area to a 15' x 20' canopy with walls, which was placed at the back of the larger

canopy. This set up worked very well, providing a comfortable amount of space for our needs. This same tent configuration should be used in subsequent years. We used three six foot tables and three eight foot tables, which provided excellent surface area for the cleaning, filling, and lighting of the 208 lanterns we used in 2011.

Sanford once again loaned his bell, which was placed on one side of the front of the chapel on a tripod constructed by Natx. The prayer flags used the previous two years were lost, so new ones were made by Natx and Ellen. Natx created a two color logo which he stenciled onto a large flag which hung at the chapel entrance. The burn barrel was also placed in front of the chapel. The chapel this year stood up well to the elements, had electric lighting in the form of rope lights and colored flood lights, and plenty of space on the inside.

Note for improvement:

We did not procure firewood for the burn barrel prior to the event. This should be done going forward (if at Cherokee Farms, Smokey has plenty of wood for LL use).

Equipment & Miscellaneous

Lanterns

We struggled with lanterns going out this year more so than previous years, particularly on Thursday night. There are multiple theories on why the lanterns failed more frequently, including the wicks being old and dried the first night, the weather being more extreme, and the lantern quality. Long term, the best way to eliminate this problem is to upgrade to Dietz lanterns. If Alchemy is unable to replace all of the lamps at once, consider purchasing a portion of the needed lamps each year for the next few years.

Suggestions for working with the lamps we have in the interim: Fill lamps on Wednesday so wicks will soak for 24 hours before they are lit for the first time. Also, encourage volunteers to carry lighters when they're wandering at night and relight as they see them go out. Several volunteers did this in prior years which helped. This is particularly important on nights where the temperature drops significantly.

Lamp Posts

Kate recommends upgrading our lamp posts. Her first choice would be iron shepherd's hooks which have an additional stake at the bottom which can be planted into the ground with your foot. This would eliminate the need for rebar and would be an attractive alternative to the conduit hooks. She suggests purchasing a few, perhaps enough for one of the shorter routes, to try out on site before investing in a full set of them. As an alternative, Alchemy could consider commissioning custom posts, perhaps from one of our blacksmithing burners. Any new lamp posts chosen should have a "hook" height at approximately 8 feet for optimal function. This is budget dependent, as the new lamp posts would not be nearly as cost effective as the current rebar and EMT solution.

Robes/Cape

Eight new robes were completed by Mary Crites, giving us a total of 40 robes. She also made a cape which was used by Pleasant James as he delivered the invocation each night.

Notes: This was Mary's last year as our seamstress, so we will need someone to take on that role for repairs to robes and to make them in the future. Kate knows of one person who might be interested and will work on contacting her. The pattern for the robes is in Kate's possession in case the future team leads need it. Also, future team leads should note that robes should be washed following the event and stored in a closed bin in a climate controlled area away from pests and moisture.

Carrier Poles

One new 10' carrier pole was made for 2011, bringing the total up to 17 of the full length poles. There are 8 additional poles in the container, but they are shorter and shouldn't be used unless there is no choice.

Lifter Poles

Age cut down the four wooden lifter poles, which seemed to be an improvement over the longer length in terms of weight and balance. However, lifters still had some difficulty using these poles because of the design of the hooks on the ends of the wooden poles.

Note for Improvement:

The four wooden lifter poles should be replaced with some resembling the eight metal lifter poles.

Schwag

This year's schwag was bottle cap necklaces with a flame & double helix design created by Natx.

LL Soiree

Doom & Kiki organized two Lamplighter Soirees using the recipes for Sangria and Bloody Marys from Burning Man Lamplighters. Volunteers signed up to bring ingredients, and Doom & Kiki prepared the sangria on Thursday and Bloody Marys on Friday while the processional was underway. Lamplighter volunteers (age 21 and over) were invited to gather in the LL Chapel after returning from their routes and disrobing. We had a small group both Thursday and Friday and everyone seemed to enjoy it. We hope this will become a tradition in years to come and that it will expand to become a recruiting tool, as it is used at Burning Man.

Incidents

As usual, a few lamps were broken or stolen and some lamp posts were bent or knocked down, presumably by people driving or falling into them. However, considering we lit a total of 736 lamps over the 4 nights, there were very few incidents of broken/stolen lanterns or posts.

We ran out of kerosene on Sunday. The 20 gallons we started with should have been enough to last through the four nights, so we suspect that too much kerosene was put into the lamps each evening during set up. This was probably because we did not have any turkey basters, which we used in years past to accurately measure and fill the lamps. We estimated 100mL per

lantern, which was likely too much as we often found lamps still burning strong during morning pickup. It's also likely that we lost more to spillage this year than usual, as the measuring cups and funnels are more prone to spillage than turkey basters. We compensated for the shortage on Sunday by using some Klean Heat from a team lead's (Kate's) personal gear.

There were fewer lamps than what was listed in last year's inventory and some other items were missing, including two bags containing cloth towels, fabric, prayer flags, and the doormat for LL village. To give the leads time to make adjustments, a complete inventory should be done a month or two prior to each event.

Items to Purchase/Build for 2012:

Robe racks (2) - The rack that was on loan to LL has been returned to its owner (Kate). Two racks are likely necessary due to the larger number of robes.

Storage rack for lifter and carrier poles

Megaphone for LL - Borrowed one from team lead (Age) for 2011

Turkey basters - At least 6. Do not wait to purchase locally, they don't usually have more than 1 or 2 at most.

A few funnels - Especially if no turkey basters.

Extra globes for lanterns - All spares have been used.

New lanterns - We used just about all we had this year (208 used on busiest nights), so any growth will require more lanterns.

Dish Soap - Always gets forgotten

Long stemmed lighters - ALL THE LIGHTERS. You will run out no matter how many you have.

Long stem glass scrubbers - makes cleaning globes easier.

One final note: Team lead Kate has decided not to apply to be a Lamplighter team lead next year. Team lead Age is also likely not to apply. During the event, several volunteers showed interest as replacements. Nathan Berry (aka Natx), a Burning Man trained Lamplighter, showed interest and has been an integral part of our team since 2009 working closely with the team leads in all areas of planning and implementation. Dustin Remillard (Boozepack), a first time LL at Alchemy this year, also played an important role and showed interest in being a co-lead next year. Pleasant James, who has assisted with Lamplighters and done the invocation in multiple years, also has shown interest. From personal experience, Kate recommends Natx as the primary lead. Age recommends Natx as well and suggests that two or perhaps all three be encouraged to team up and co-lead, as Lamplighters is extremely draining on a solo team lead.

Rangers

Team Leads: Mel and Fragile Turtle

Ranger Log:

Thursday into Friday Morning

12:30---Found camp with a fire on the ground. It was doused.

2:30---Unresponsive man in RV (not his RV) Took him to his camp.

2:40---walked girl back to her camp

2:50---same guy from RV was picked up again. Brought to First Aid and then taken to Virgin Camp

4:40---Around 8pm (Thursday night) an early 20's female, drunk, came to the tent of Shagwell in the deep pocket(?) and passed out in his tent. She awoke around 3:10 and became combative, urinating, and assaulting others. At 3:30 Rangers were called. Had Security escort her to gate. She assaulted others and was a danger to herself. She was removed from the property. Saturday afternoon, Fragile Turtle picked her back up at the gate and took her to his camp for food and water. Her friends came by and picked her up. FT talked to her Saturday and she was happy and remorseful.

Friday afternoon 4:10---Lazlo @ Area 51 Soundstage Lazlo threatened and spit on Area 51 bus attendees. Sugar length brown hair, green tapestry cape 6'. Guy complaining said lazlo will be violent. (I do not understand this at all but it is word for word from the log.)

Friday night---helped transport pyrotechnics worker back to their truck so they could leave. He was Viking huge.

Saturday morning around 10:40---Several Rangers responded to call about female being aggressive and assaulting people and property. We wrangled her for an hour or so before we found her friends who finally got her in her tent and subdued. Check on her later and she was fine.

Sunday early morning---12:58 FT and Notbob picked up guy off a tent outside of Science and took him to first aid to get warm.

Sunday early morning--- 2 am(ish)'Mars' tossed out of Science by Science. Little later got call of guy swinging in trees at Area 51 and jumping on stage and pushing DJ's and fire performers. Took for ever to catch up to him. Security was involved since they were close. Area 51 DJ was being aggressive with Mars and would not listen to FT to stay out of it. Finally got him away and got Mars into golf cart to take him to First Aid. He got away from us 3 times but we got him back. Thought we were going have to send him off property but ended up not necessary. He left FA again around 4:00 and FT followed him and observed that he was calm and interacting with others well and cleared the situation.

Hauled off many 'locals' that were too hammered to function and could not provide swag or ticket etc. Including 'Sam'. As Kevin said, "Good God boy! I know his Daddy. He is my neighbor. I coached him in Little League!" I estimate that Rangers took out at least 11. Security said they got over 18.

Sunday night was very quiet.

Overall there were multiple sound complaints every night. Rangers asked sound camps to turn down their music after each complaint.

Most everything else was minor and there was no need to log it.

Notes:

Preburn:

- We created an Alchemy Specific Ranger Training Manual.
- We planned and instituted the Khaki position this year.
- We planned with the Fire Safety and EMS teams to cross train.

On site:

- We crossed trained with the Fire Safety and EMS teams.
- We met with Conclave lead and attended Conclave planning meetings.
- We had Khaki to assist First Aid/EMS with any sanctuary needs.
- We did suffer from a lack of volunteers mainly Sunday night and Monday.
- Having two golf carts was extremely beneficial. We could not have Rangered properly without them.

Next Year:

- We recommend getting shirts to create more visible Rangers. They leis this year were very difficult to see and the Rangers did not stand out in the crowd as they should have.
- We also recommend getting hoodies with glow in the dark ink for our late night Ranger shifts. We believe this will also greatly increase visibility.
- We also believe that by providing tshirts/hoodies we will increase participation.
- We need much better radios. We struggled constantly with missed calls (hear on one radio not the one beside it), poor battery life, and the lack of professional shoulder mics.
- We will try to meet with rangers a few times a year to keep them engaged.
- We will review and modify the Ranger Training Manual as needed.
- We will meet with the team leads for Fire safety and Conclave preburn to better meet their needs and relay our concerns.
- We will develop ways to increase volunteers especially the early morning shifts and Sunday night shifts.

If you have any questions or need a portion of this elaborated on feel free to contact us.

Ranger Mel
fragile turtle

Temple

Team Leads: Clove and Duff Duff

My first instinct in typing this was to report: We had ideas, changed them many times, got supplies, built a Temple with the help of lots of others, and then we burned it down.

The funny thing about that is it really does kind of boil down to being that simple. I could go on and on about each level of that, but I am told I am the only one who likes to hear my voice (or see my words in print) so I will try to keep it from getting too out of hand.

We had ideas/we changed them: Duff Duff and I started meeting regularly in early May and then emailing lots over the summer as we altered our ideas to either simplify the design/build aspect or simplify the materials. Those ideas changed a lot, even up to during the build itself.

*And no, Temple and Effigy teams did not communicate about rotating squares 45 degrees, there being 3 tiers or the whole 8 pointed star thing. That all happened on its own and it was so neat to hear people pick up on how the two structures tied in, even if by coincidence. I LOVED our Temple so much and was glad to see people get excited about a Sacred space to meditate, write things in the book, add things to the altar and generally enjoy the Temple as a Temple.

We got supplies: I feel we waited far too long to order our supplies and get started on the actual build. Sadly, because Colab is usually the major hub for all things Burning Man & Alchemy, especially this year with the CORE project, it sometimes feels overwhelming to plan building around the lives and projects of others. So before Burning Man probably would have been the best time to start our projects, but just due to all the flux, got started after. I also would have liked to have had more time for supply options. I tried to find more local supplies, like with the bamboo and such, and felt that with more time I could've done better. We also chose our supplies based on a. what we were trying to do with them and b. on the recommendation from others. I hear tell there was some kerfuffle about our 4x8 finished birch ply...which outside of "getting poked about" neither Duff Duff nor I heard about, but finished hard ply was actually recommended to us by another who shall remain nameless. If we had more time, and been addressed directly, we would have easily changed this item into something else. Much of that is just learning what different materials are available.

We built a Temple: We built what we could at Colab prior to loading and had a massive amount of really awesome people helping us. I cannot thank Trevor and Jack enough for the help they gave us at Colab and then again, Trevor went above and beyond helping us on site. There were also a ton of awesome people willing to help us on site and we officially announced the Temple as complete Thurs. afternoon at 3pm.

This is an area I could also go on about, as we had really awesome people who just jumped in to help us all over the place with the Temple build. It was one of my proudest moments, outside of seeing that thing lit that first night. My want of it looking like a lit up lantern really happened!! Had we known ahead of time that there would be building constraints based on the truck it was going in, we could have designed a way around this into the building of it. Another area time would have helped.

We burned it down: No.... that really needs to be We launched the Temple, then burned it down! Thanks to the fueling genius (danger) of our APW team, we launched the Temple into fire approx at 7am on Sunday morning.

Until I have the full list of supplies consumed by the Temple and what our project cost was, the financial area of this report shall remain blank, Troy.

Volunteer Coordinator

Team Lead: Jessica Seales

Plans for Volunteers 2011

- To hopefully find and set up a volunteer system similar to other burns that will allow volunteers to schedule themselves
- To recruit and fully staff enough burns for team leads to feel comfortable during the event, and to prevent "scrambling" during the event to find

volunteers

- To recruit via all available channels of communication
- To post the volunteer schedules on the website and on the intranet, so that volunteers can see the schedule and sign up for shifts prior to the burn/ during the burn at Connexus
- To encourage people to feel more fully invested in the burn

What Worked

- I was unable to find a volunteer program for recruitment, so I used a single, publicly-accessible google document for volunteer schedules
- Using the Facebook page, Alchemytalk and my contacts with my previous volunteers, I was able to reasonably staff volunteers leading up to the event
- Word-of-mouth helped in recruiting volunteers during the event – many people came to sign up at Connexus
- Most volunteers felt comfortable and happy with the amount of communication they received from their team leads

What Didn't Work

- As always, burners are flaky, and not all burners showed up for their shifts, which led to some people having to stay late/work double shifts.
- Not all teams were fully staffed
- First Aid did not communicate that no training was required to sign up for first aid, and this left them short-staffed. Similarly, I felt I did not have enough time to communicate when/where the ranger trainings were.
- Not enough people signed up to ranger at night – this is a tough shift to recruit for

Changes for 2012

Implement a computer system that allows people to sign up to volunteer when they buy their ticket. They should be able to see the available shifts, sign up for shifts, and send and receive communications from their team leads via this web system

Begin volunteer recruitment when ticket sales open. Making people feel accountable and invested, via communications from the volunteer coordinator/team leads will help, as well as an active forum on the website where burners can communicate with each other prior to the burn.

Centralize all communications for volunteers through the volunteer coordinator

Include updated volunteer schedules on the website/intranet so that people can view the schedules prior to and during the burn

Make the volunteer spreadsheet accessible via the intranet so that people can sign up for shifts at the burn. The paper sign ups worked, but got a little worn due to weather and use.

Include “extra” shifts to give leeway for those volunteers who do not show up when scheduled.

Overall

While I felt that I handled volunteers well this year, and did a good job staffing most teams, I feel that I could do a better job with a bit more time and communication tools next year. Beginning with ticket sales, I would like to start recruiting volunteers via the website, facebook, and alchemytalk. I would like to use a web system that reaches every burner when they buy their ticket, so we are making sure to touch every participant. This would allow me to centralize communications with all volunteers. Additionally, I would like to use the Alchemist, facebook, the website, and alchemytalk to promote volunteering at the burn.

With enough time and a few more tools, I feel I could fully staff all teams.

Financials

| | |
|----------------------|-------------|
| Alchemy Public Works | \$16,370.52 |
| Center Camp | \$239.17 |
| First Aid | \$1,249.58 |
| Golf Carts | \$7,055.38 |
| Lamplighters | \$765.94 |
| Schwag | \$4,822.67 |
| Taxes | \$4,811.20 |
| Technology | \$4,857.95 |
| Effigy | \$7,669.58 |
| Fuel | \$964.98 |
| Gate | \$6,668.48 |
| Greeters | \$696.30 |
| Land | \$8,370.00 |
| Pageant | \$6,883.80 |
| Porta-Potties | \$4,865.00 |
| Rangers | \$463.89 |

| | |
|------------------------|--------------------|
| Security | \$2,980.00 |
| Signs | \$4,688.75 |
| Temple | \$2,124.42 |
| Volunteer Appreciation | <u>\$175.35</u> |
| Total | \$86,722.96 |

Alchemy 2011 Income/Expense Summary

Ordinary Income/Expense

Income

| | |
|----------------------|---------------------|
| Alchemy Discounts | \$-15,000.00 |
| CORE Income | \$5,585.00 |
| <u>Alchemy Sales</u> | <u>\$120,280.00</u> |
| Total Income | \$110,865.00 |

Cost of Goods Sold

| | |
|--------------------------------------|-------------------|
| <u>Alchemy Merchant Account Fees</u> | <u>\$3,093.28</u> |
| Total COGS | \$3,093.28 |

Gross Profit \$107,771.72

Expense

| | |
|---------------------|--------------------|
| Alchemy Expense | \$86,722.96 |
| <u>CORE Expense</u> | <u>\$19,861.18</u> |
| Total Expense | \$106,584.14 |
| Net Ordinary Income | \$1,187.58 |
| Net Income | \$1,187.58 |

The "Alchemy Discounts" line was an account created so that we could measure the sales discounts that we offered on Tier 1. Lowering the price in our accounting system implies that we think that the item is worth less. Instead, we can show the discount we provided used to offset the value of the sale. The net cash is the same, of course -- what we actually got from the participants.

